**PHASE 2
DESIGN &
TEST**

Existing Solution Bucket

Effort ●●●○○

Objective
To harvest design principles from existing solutions to use when developing something new.

🕐 **Time needed**
2–3 hours

👤 **Participants**
Design and research team, partners and stakeholders, individuals you are designing for

How to use this tool
Sometimes you do not need to start from scratch but rather adapt or borrow ideas. Use this template to help you explore solutions that already exist within your context to define something new so that it is relevant to your program.

1. **Identify existing solutions.** Take some time to identify existing solutions. This may be something that was developed by previous programs or something that is part of the environment in which your audience lives.
2. **Describe the solution.** Provide an overview of the solution. What does it look like? Provide an image and description, and describe how it solves the design challenge.
3. **Pinpoint innovation and inspiration.** Identify what makes this solution innovative and inspiring?
4. **Select design principles.** Looking back at all the information, what are some of the design principles you would like to take forward for your new solution?

PHASE 2: DESIGN & TEST | **Existing Solutions Bucket**

DESIGN CHALLENGE	*What is your "How Might We" question?*
EXISTING SOLUTION	*#____: Solution name*

PLACE AN IMAGE HERE

WHAT MAKES IT INNOVATIVE?

WHAT COULD BE INSPIRING FOR OUR SOLUTION?

DESCRIPTION

HOW IS IT SOLVING THE PROBLEM?

IDENTIFY DESIGN PRINCIPLES FROM THIS SOLUTION TO IMPLEMENT IN YOUR CONTEXT

SOURCE | *Enter link*